LeapFrog

LEAP BAND™
Power your pet with active play

Parent Guide & Instructions

This guide contains important information. Please keep it for future reference.
Ce guide contient des informations importantes. Veuillez le conserver pour toute référence future.

Please read all Operating and Important Safety Instructions and Play Area Precautions before using the LEAPBAND™ activity tracker.
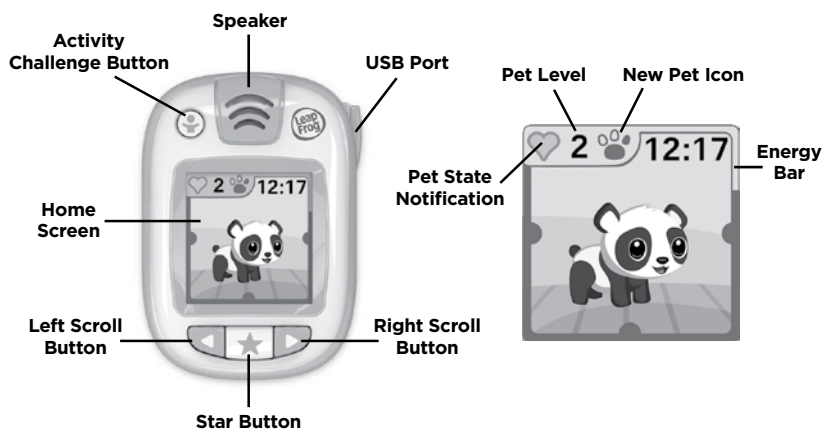
Getting Started

1. **POWER UP** your LeapBand™ activity tracker by pressing the Activity Challenge button for 10 seconds.*

2. **SET UP** by downloading the LeapFrog Connect Application to your computer from leapfrog.com/connect, and connect your LeapBand activity tracker to your computer via USB cord.

3. **REGISTER** your tracker by creating a LeapFrog parent account (or logging into an existing account).

4. **DOWNLOAD** settings for your child's tracker by following on-screen instructions in LeapFrog Connect.

5. **PLAY & LEARN!** The LeapBand activity tracker is now ready for play. Expand the fun by downloading the companion Petathlon Games™ app to a compatible mobile device.**

Your LeapBand

The LeapBand activity tracker creates an exciting and fun gameplay experience promoting active play, health and wellness. Your child can earn Joules with activity and gameplay, which are tracked on the home screen's Energy Bar.

  * LeapBand comes out of the box partially charged and ready to play. Charging instructions are below.
 ** Petathlon App is compatible with most Apple iOS devices running 6.0 or higher, Google Android devices running 4.03 or higher and LeapFrog Wi-Fi tablets.

TROUBLESHOOTING

LeapBand activity tracker won't turn on	- To start the tracker, connect it to a computer or press the Activity Challenge button for 10 seconds. The tracker should turn on instantly. - If the device doesn't turn on, the battery may need to be charged. - If your problems persist, please contact support@leapfrog.com
Petathlon Game rewards are not transferring to device	- To download rewards from the Petathlon Games app to your LeapBand activity tracker, connect the tracker to your computer. - Ensure that LeapFrog Connect is properly installed and launched, and that you are signed into the account associated with your tracker. - Ensure that the Petathlon Games app has been launched while connected to a wireless network. - If your problems persist, please contact support@leapfrog.com
LeapBand activity tracker data is not transferring to the Petathlon Games app	- To upload on-device data from your tracker to the Petathlon Games app, connect the tracker to your computer. - Ensure that LeapFrog Connect is properly installed and launched, and that you are signed into the account associated with your tracker. - Ensure that the Petathlon Games app has been launched while connected to a wireless network. - If your problems persist, please contact support@leapfrog.com
I don't hear audio on my device	- Verify that you are not in School, Night or Quiet Time (display is analog/analogue clock only). When in these modes, no audio plays. Upon exiting these modes, you will hear audio on your tracker. - School and Night Time can be turned off only via LeapFrog Connect or until pre-set time has expired. - Quiet Time can be turned off directly on the device by holding the Left Scroll button. - If your problems persist, please contact support@leapfrog.com
LeapBand activity tracker does not respond to button presses	- Verify that you are not in School, Night or Quiet Time (no audio plays and display is analog/analogue clock only). - School and Night Time can be turned off only via LeapFrog Connect or until pre-set time has expired. - Quiet Time can be turned off directly on the device by holding the Left Scroll button. - If your problems persist, please contact support@leapfrog.com
I hear only 14 challenges on the device	- There are 50 challenges available for the LeapBand activity tracker. To select challenges beyond the 14 included, go to Parent Settings in LeapFrog Connect.
I want to add another user	- The LeapBand tracks data for only one user. To delete all play data and pass the device to another user, reset the device to Factory Settings via LeapFrog Connect.

Activity Challenge Button
Speaker
USB Port
Pet Level
New Pet Icon
Home Screen
Pet State Notification
Energy Bar
Left Scroll Button
Right Scroll Button
Star Button

Gameplay

To begin play, place the LeapBand activity tracker on your child's wrist and press the Star button.

Earn Joules through Active Play

All movement from walking to running to dancing is tracked as your child wears the device on his/her wrist throughout the day. Active play challenges focus on creative and imaginative movement.

To hear an active play challenge, press the Activity Challenge button on the tracker.

Virtual Pet Play

Children can choose a pet to customize/customise using the Left, Right and Star buttons on their LeapBand activity tracker, select a color/colour for the pet and name it. Take care of virtual pets by feeding, playing with, washing and nurturing them. Playing games, such as Pet Boogie and Pet Chef, and earning Joules with virtual pets can help children learn about health and wellness.

LeapBand activity tracker has 8 virtual pets to unlock, each of which can level up through activity and gameplay each day.

Modes

Move Mode: This is the default mode of the device. The accelerometer in the LeapBand tracks motion. The screen and sound are not active in this mode.

Player Mode: Turn on Player mode by touching any tracker button. The screen illuminates and your child has access to all of the on-device features. Player mode goes into Move mode after a period of no interaction.

Quiet Time: While kids can still earn Joules during Quiet Time, no audio, animation or gameplay is available; only the clock displays if a button is pressed. To turn Quiet Time on or off, press and hold the Left Scroll button on the tracker for 5 seconds.

Operating Instructions

Battery Charging. LeapBand activity tracker is equipped with a rechargeable lithium-polymer battery. It can be charged using the included USB cord via connection to a computer.

For indoor, dry-location use only. Do not use the product near a sink or other wet locations. Take care not to spill food or any kind of liquid on this product as it may render it inoperable and not serviceable. If the unit does get wet, unplug all cables. Allow to dry thoroughly before reusing. Do not attempt to dry with a hair dryer or other heat source. Do not re-connect to the USB port if wet or damaged.

Avoid prolonged exposure to extreme temperatures and direct sunlight. Operate in places with temperatures ranging from 5°C (40°F) and 38°C (100°F). Do not leave the product in your car as the temperatures in a car can exceed the acceptable storage temperature. Exposure to extreme temperatures can result in shortened battery life or cause the product to temporarily stop working.

Handle with Care. To avoid injury, damage to this product or other property, avoid dropping and never disassemble, crush, puncture, microwave, incinerate, insert foreign objects or paint the product.

Cleaning. Disconnect all cords before cleaning. Clean the product with a slightly damp cloth (cold water). Do not use soap, detergent or other chemicals. Never submerge the unit in water. Allow to dry thoroughly before reusing. Do not connect to the USB cable if wet or damaged.

Repairing or Modifying LeapBand

Never attempt to repair or modify as LeapBand activity tracker does not contain any user-serviceable parts. Service should only be provided by LeapFrog Enterprises, Inc.

If the product has been in contact with liquids, punctured or subjected to a severe impact or fall, immediately remove this product from use.

For service information, go to: www.leapfrog.com/support

Important Safety Instructions

Please read all the Important Safety Instructions prior to using LeapBand activity tracker. Failure to follow these safety instructions could result in fire, electric shock or other injury or damage to tracker or other property.

Keep out of reach of children under the age of 3. Use of the LeapBand activity tracker should be under the supervision of a parent.

⚠ **CAUTION:** If your child has any sign of skin irritation or experiences any discomfort, please discontinue use and consult a physician. Keep straps dry and clean to help avoid skin irritation.

⚠ **ATTENTION :** Si votre enfant commence à montrer une irritation de la peau ou expérience une gêne, arrêtez d'utiliser le produit et consultez un médecin. Garder le bracelet sec et propre pour éviter une irritation de la peau.

⚠ **CAUTION:** To be used under the direct supervision of an adult.

⚠ **ATTENTION :** Doit etre utilise sous la presence directe d'un adulte.

Extend the Play with Petathlon Games

The Joules that children earn on their LeapBand activity tracker can be traded for power-ups in the companion Petathlon Games™ app (available for download to a compatible iOS or Android device or Wi-Fi enabled LeapPad™ tablet).

The companion app includes 6 mini-games for your child's virtual pets to play, such as javelin, bobsledding and archery. Medals and pet accessories are earned playing the events on the app, and sync back to the LeapBand activity tracker.

Play Area Precautions

Discuss the following precautions with your child:
• Make sure you have enough space to move freely while playing.
• Be mindful of other people and clear the play area floor of toys and other objects.
• Play on an even surface.
• Wear clothing appropriate for physical activity, including footwear that provides sufficient traction (for example, avoid socks on wood or tile floors).

Parent Settings in LeapFrog Connect

Personalize/personalise the LeapBand activity tracker experience for your child and see the Joules they have earned using Parent Settings in the LeapFrog Connect Application.

Syncing Data

Get a window into your child's play by connecting their tracker to your computer via USB cable. (Play data will upload only to the computer on which your LeapFrog Connect account is registered.) You'll be able to see all the Joules your child has earned over the last 7 days.

Time Settings

The time setting on your tracker will sync automatically to the time on your connected computer as default. You can adjust the time via Parent Settings in LeapFrog Connect, or directly on the device by holding the STAR key for 5 seconds and following the prompts.

School and Night Time

Select two blocks of time for 1 to 7 days a week where no audio, animation or gameplay is available. Your child still earns Joules, as the device will continue to track their motions, but only the analog/analogue clock displays until the School or Night Time duration has expired.

School and Night modes can only be set and cancelled in LeapFrog Connect. These modes cannot be set and cancelled on the tracker.

Activity Challenge Selections

Select up to 36 activity challenges to be unlocked in addition to the 14 default challenges for a total of 50 challenges on device.

Petathlon Games™

Follow the on-screen instructions to download the free companion app to your LeapFrog Wi-Fi enabled tablet or to a compatible Android or iOS device.

Device Reset

Reset your device to the default factory settings using LeapFrog Connect. Note: Resetting your device deletes all play data.

⚠ **CAUTION:** Routinely check this toy for proper and safe condition. If there is any damage or broken parts, remove toy from use.

⚠ **ATTENTION :** Vérifiez régulièrement que ce jouetest en bon état et qu'il ne présente pas de danger. Dans le cas contraire (par exemple, s'il est cassé à certains endroits), tenez ce jouet hors de portée des enfants.

⚠ **WARNING:** The USB cable could be a strangulation hazard. Keep out of reach of children under 3 years of age. The USB cable should be used only by an adult when connecting to a computer and is to be removed by the adult prior to the use of the product by the child.

⚠ **AVERTISSEMENT :** Les câbles USB peuvent représenter un risque d'étranglement. Tenez-les hors de portée des enfants de moins de 3 ans. Le câble USB doit être branché à un ordinateur et déconnecté seulement par un adulte avant toute utilisation par l'enfant.

⚠ **CAUTION:** If for any reason the screen (display) is fractured or cracked, immediately remove this product from use and contact Leapfrog Consumer Services for replacement if under warranty.

⚠ **ATTENTION :** Si pour quelque raison que ce soit, l'écran (d'affichage) est brisé ou fendu, mettez immédiatement ce produit hors de portée des enfants. Contactez ensuite le Service clientèle de LeapFrog pour qu'il soit remplacé (si ce produit est sous garantie).

⚠ **WARNING:** The Lithium rechargeable battery cannot be removed from the product and should only be replaced by LeapFrog. For your safety, never try to remove the battery. For more information about battery replacement service, go to: www.leapfrog.com/support

⚠ **ATTENTION :** Cette pile rechargeable lithium ne peut pas être retirée du produit et doit être remplacée seulement par LeapFrog. Pour votre sécurité, n'essayez jamais de retirer la pile. Pour plus d'informations pour le remplacement de la pile, visitez www.leapfrog.com/support

WARNING:
USB Cord Safety

⚠ **CAUTION:** Use only the recommended USB cord for charging the battery. The device is a custom USB cord designed expressly for recharging specified LeapFrog products.

⚠ **WARNING:** This toy is not intended for children under 3 years old. Ce jouet ne convient pas aux enfants de moins de 3 ans.

1. **ATTENTION:** As with all electrical products, precautions should be observed during handling and use to prevent electrical shock.

2. Do not connect or disconnect with wet hands.

3. The USB cord should be periodically examined for conditions that may result in the risk of fire, electrical shock or injury to persons, such as damage to the cord, plug, blades, housing or other parts, and in the event of such conditions, the USB cord must not be used until the damage is repaired. If the cord is damaged, dispose of it in accordance with your local electrical product recycling regulations.

4. Unplug the USB cord if any of the following conditions exist:

• The USB cord has become frayed or damaged.

• The USB cord is exposed to rain, liquid, or excessive moisture.

• The USB cord enclosure has become damaged.

• You suspect the USB cord needs service or repair.

Disconnect LeapBand from the USB cord before cleaning.

To clean USB cord, disconnect it from the computer and clean with a cloth dampened with water. Do not immerse in water or use soap or other chemicals. Allow to dry before reusing. Do not connect to the computer if wet or damaged.

FCC NOTICE:

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference, and

2. This device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

• Reorient or relocate the receiving antenna.

• Increase the separation between the equipment and receiver.

• Consult the dealer or an experienced radio/TV technician for help.

Warning: Changes or modifications to this unit not expressly approved by LeapFrog Enterprises, Inc., could void the user's authority to operate the equipment.

Canada: This device complies with CAN ICES-3(B)/NMB-3(B). / Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Environmental Phenomena

The unit may malfunction if subjected to radio-frequency interference. It should revert to normal operation when interference stops. If not, it may become necessary to reset the device by connecting to the computer, launching LF Connect and following the laid out instructions.

In the unlikely event of an electrostatic discharge, the unit may malfunction, requiring the user to reset the device by connecting to the computer, launching LF Connect and following the laid out instructions.

Impact de l'environnement

Une défaillance de fonctionnement de l'appareil peut survenir s'il est sujet à des interferences avec les frequencies radioélectriques. Le fonctionnement normal de l'appareil devrait reprendre avec l'arrêt des interférences. Si ce n'est pas le cas, il peut s'avérer nécessaire d'éteindre et rallumer l'appareil ou de retirer et réinstaller les piles. Dans l'éventualité peu probable d'une décharge électrostatique, un mauvais fonctionnement et une perte de mémoire de l'appareil peuvent se produire. L'utilisateur doit alors retirer et réinstaller les piles pour réinitialiser l'appareil.

Certain software included in this product contains copyrighted software that is licensed under the General Public License (GPL). A copy of that license is included below in this document. Anyone may obtain from us the complete corresponding source code for the software covered by the GPL for a period of three years after our last shipment of this product by contacting LeapFrog customer service at support@leapfrog.com.

Please write "GPL source code for LeapBand" in the subject line of your email.

We reserve the right to charge a reasonable fee to cover the costs of shipping and the physical media on which the source code is loaded.

GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright © 1989, 1991 Free Software Foundation, Inc.

51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software—to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights. We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

Terms And Conditions For Copying, Distribution And Modification

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program," below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification.") Each licensee is addressed as "you."

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by

court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version," you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING, THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

CONSUMER SUPPORT

U.S. Consumer Service Contact: Visit our Consumer Support website at www.leapfrog.com/support 24 hours a day.

Canada Consumer Service Contact: Visit our Consumer Support website at www.leapfrog.ca/support 24 hours a day.

U.K. Consumer Service Contact: Visit our Consumer Support website at www.leapfrog.co.uk/support 24 hours a day.

Australia Consumer Service Contact: Please submit questions to our support staff via email at info@funtastic.com.au.

LIMITED WARRANTY: Subject to a limited three (3) month warranty. Visit our website at www.leapfrog.com for full details of the warranty provided in your country. LeapFrog shall not be liable for any incidental or consequential damages for the breach of any warranty on this product. Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

GARANTIE LIMITÉE: Ce produit est soumis à une garantie limitée de trois (3) mois. Veuillez consulter notre site Web à l'adresse www.leapfrog.com pour obtenir l'intégralité des informations de garantie fournies dans votre pays. LeapFrog ne sera pas tenu responsable des dommages consécutifs ou indirects induits par la violation de toute garantie sur ce produit. Certaines juridictions n'autorisant pas l'exclusion ou la limitation des dommages consécutifs ou indirects, ni même la limitation de la durée des garanties implicites, il est donc possible que les limitations ou exclusions ci-dessus ne s'appliquent pas à votre cas.

For information on how this product might be recycled, visit www.leapfrog.com/recycle or call (800) 701-5327.

TM & © 2014 LeapFrog Enterprises, Inc. All rights reserved.

leapfrog.com

For ages 4–7 years. Convient aux enfants de 4 à 7 ans.

LEAPBAND™ Model: 19263, 19268, 19274, 19275

LeapFrog Enterprises, Inc.
6401 Hollis Street, Suite 100
Emeryville, CA 94608
(800) 701-LEAP (5327)

LEAPBAND™